John Paul II Collegiate Mr. Nate Jurgens

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**Computer Science 30**

**Goals**

The main aim of the computer science program is to prepare literate individuals who value computer science and appreciate its role and society.

**I. Your Semester**

**\*70% of your mark will be derived from the following outcomes:**

* Impact of Technology
  + Effects of Technology (political, social, economic)
  + Research
* Programming & Problem Solving
  + Language Basics
  + Graphics
  + Variables & Calculations
  + Methods & Parameters
  + Events
  + Decisions
  + Repetition
  + Objects & Classes
  + Arrays
* Advanced Problem Solving
  + Game/App Creation using Alice, MIT App Builder, Cryengine, etc.

**\*30% of your mark will be derived from a comprehensive final exam at the end of the semester.**

**\*Faith, Life, and Learning Goals (FLL): You will also be evaluated on your level of respect and responsibility, leadership and group interactions, and digital literacy on an ongoing basis.**

**Please check our class webpage for a list of class expectations, attendance information, assignments information and rules for computer use.**

**II. Expectations**

**General**

1. You are expected to check PowerSchool regularly for due dates and progress information.
2. 2. You are expected to come to class with the required supplies (handouts, headphones, textbook, pencil, eraser, binder with paper)
3. No food in the lab. You may have drinks but they are only allowed on the countertops without computers or keyboards.
4. Cellphones and Ipods are allowed but are only to be used when granted teacher permission.
5. Listen attentively, complete all assigned work and prepare for exams.
6. If you have any questions or concerns, be sure to let me know as soon as possible.
7. You will be assigned a textbook at a certain point in the semester. If it is lost or damages, you will be charged for it at the end of the school year.
8. You are expected to respect everyone and everything in the classroom.

**Attendance and Assignments**

1. As this is a course that is content heavy and moves along fast, you are expected to be on time and attend class daily.
2. If you are late, it is your responsibility to enter the class with no disruptions and continue on your work. If you have missed a key lesson or any instruction, it is your responsibility to let me know.
3. You must have your parent/guardian provide a not or phone call to the office in advance when you need to leave class early for an excused reason.
4. If you miss class, you are expected to get the notes from another student and ask me for any missed handouts.
5. If you miss an exam or a project hand in date, you are expected to write the exam or finish your project on the day that you return.
6. You are expected to hand in assignments on time. If you do not hand your assignment in on the due date, you are expected to let me know the reason that it is not handed in. You are expected to finish your assignments on time.

**III. Rules for Computer Use**

**While common sense and respect are the general overlying rules, here are some specifics:**

1. You are not allowed to use the internet for your personal use in manner that will distract you (Facebook, Twitter, etc). If it is part of the lesson, then you may.
2. Viewing inappropriate material on the internet is strictly prohibited.
3. Do not misuse the computers in any way, physically or electronically.
4. You are responsible for your school account and everything that exists or occurs within your account. Therefore, be sure you are following the rules listed here and be cautious and private with your password.
5. Only print pages if it is necessary.
6. Be sure to keep your files neat and organized. If a file goes missing as a result of careless saving, it is up to you to redo the assignment.

**Have a great semester!!**